

# Vignette 2 - Counter-Offensive Force / MTW

## D+45 - D+60

### Situation:

Deterrence has failed. The US has introduced a Corps (Land force Component) HQs and a counteroffensive force as a result of Redland's escalation of hostilities and continued buildup of forces. US forces are now in a position to counterattack any Redland incursion across the border with Greenland.

Redland offensive action is imminent.

### Task & Purpose:

Attack to destroy Redland forces crossing the border

and reestablish the international border.

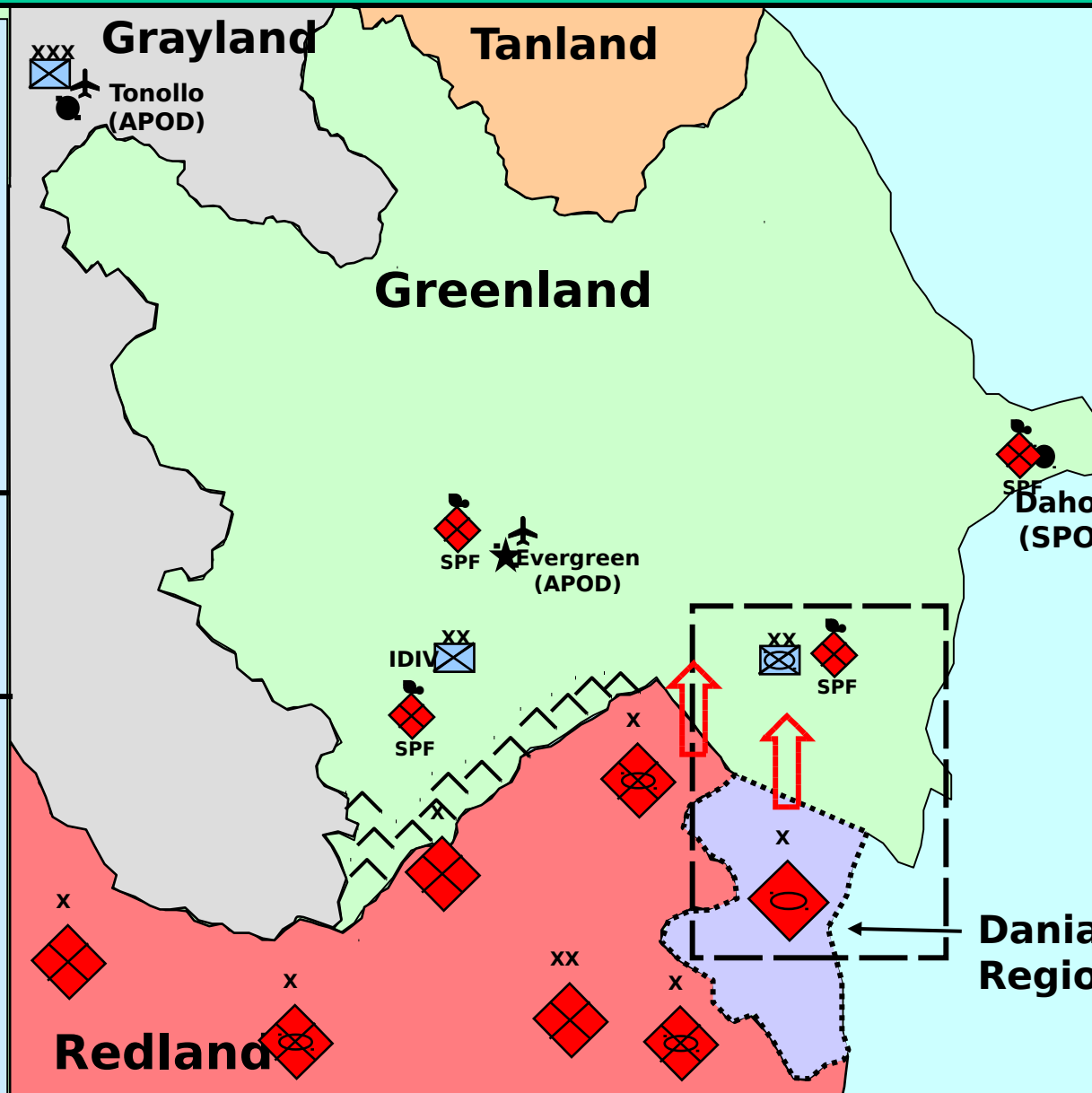
### Task

### Organization:

Corps

1 x IDIV

1 x Inf Div(Mech)



### Situation:

Redland sets the conditions favorable for an advantageous political settlement.

### Goals

Set the conditions by:

Initiating IO/psyop campaign in Evergreen and Dahoga alleging impending CML attack ensuing panic impedes MSR. SOF and GPLA create refugees along border and force refugee traffic onto Corps MSR and LOCs, initiate EA vs C2, ARTY and AVN Bns, direct/indirect attack on friendly logistics and basecamps. Simultaneous TBM and air attack on lead bdes and port of Dahoga. Conduct hasty defense in Greenland to preserve combat power and attrit US forces.

# Vignette 2 - Counter-Offensive Force / MT

## Situation:

The counteroffensive force conducts offensive operations including Air Assault to block mechanized forces to set the conditions for attack and tactical deep attack to isolate and shape the red zone fights. Attack aviation assets are employed in an aviation maneuver support role in addition to the tactical deep fight.

## Task & Purpose:

Attack to destroy Redland forces to reestablish the international border.

## Task Organization:

MECH DIV

2 x BCT (AR)

1 x BCT (MECH)

1 x Inf Bn

AVN BDE (+)

2 x MFB

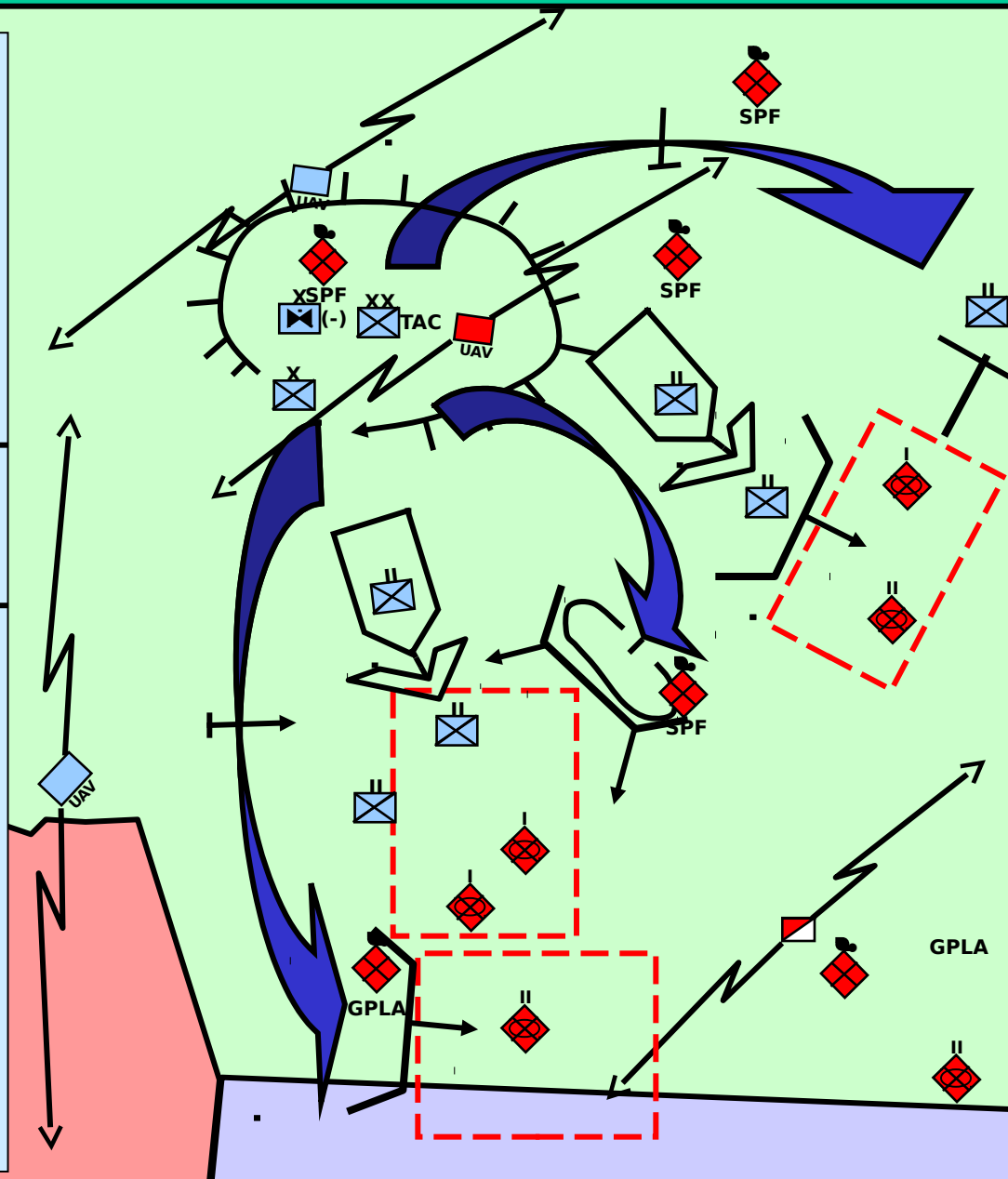
1 x Cav Sqdn

1 x UAV Co

1 x MFB (Corps)

DIVARTY

DISCOM



## Situation:

Redland conducts operations to attrit US force capability and preserve combat power. One armor and one mechanized brigade rapidly transition to hasty defense after limited attacks.

## Task & Purpose:

SOF and GPLA target AVN base, FAARPS, C2, radar, logistics bases with direct, indirect (TBM and cruise missile) and IO/EW attack.

GPLA attack RISTA to deny situational awareness. Brigades establish defense. Utilize urban/complex terrain for camouflage and cover. Mixed ADA protection. Attack helicopter/MRL/ARTY/UAV support.

Attack to threaten the capital of Greenland) in order to set the conditions for establishing a political settlement.

# Elements of Combat Power an Aviation Inter

Aviation Missions BOS	Recon	Attack	Lift
Intelligence	<ul style="list-style-type: none"> <li>• Route/Area Recon</li> <li>• UAV Surveillance</li> <li>• Contribute to "COP"</li> </ul>		<ul style="list-style-type: none"> <li>• Insert Recon Assets</li> </ul>
Maneuver	<ul style="list-style-type: none"> <li>• Counter-Recon</li> <li>• Security Ops</li> </ul>	<ul style="list-style-type: none"> <li>• Conduct Atk Ops</li> <li>• Security Ops</li> <li>• Tactical Reserve</li> </ul>	<ul style="list-style-type: none"> <li>• QRF Support</li> </ul>
Fires/Effects	<ul style="list-style-type: none"> <li>• Target ID/Designation</li> </ul>	<ul style="list-style-type: none"> <li>• Precision Fires</li> </ul>	<ul style="list-style-type: none"> <li>• Colt TM Insertions</li> </ul>
ADA	<ul style="list-style-type: none"> <li>• Security/Surveillance</li> </ul>		<ul style="list-style-type: none"> <li>• Force Protection - Air Movements</li> </ul>
Mob/CM/Sur	<ul style="list-style-type: none"> <li>• Route Recon</li> </ul>		<ul style="list-style-type: none"> <li>• Position CL IV</li> </ul>
CSS	<ul style="list-style-type: none"> <li>• MSR Recon/Security</li> </ul>		<ul style="list-style-type: none"> <li>• Aerial Resupply</li> <li>• CASEVAC</li> <li>• DART Ops</li> </ul>
C2	<ul style="list-style-type: none"> <li>• "COP" Maintenance</li> </ul>		<ul style="list-style-type: none"> <li>• A2C2S</li> </ul>